

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently amended) A method for limiting dissemination of content in an online game, the method comprising:
 - [a-] hosting[.] for transmission[.] content designated as goal-activated content;
 - [b-] transmitting the goal-activated content to the client upon a client request; and
 - [e-] instructing the client to delete [the] goal-activated content stored on the client.
2. (Currently Amended) The method of claim 1[.] wherein ~~step b-)~~ transmitting the goal-activated content comprises transmitting the goal-activated content to the client ~~responsive in response~~ to a determination that a player associated with the client has fulfilled a goal.
3. (Currently Amended) The method of claim 1[.] further comprising ~~the step of~~ receiving a history profile from the client.
4. (Currently Amended) The method of claim 3[.] wherein ~~step e-)~~ instructing the client to delete the goal-activated content comprises instructing the client to delete goal-activated content stored on the client in accordance with the history profile.
5. (Currently Amended) The method of claim 1[.] further comprising ~~the step of~~ encrypting the goal-activated content prior to transmission to the client.

6. (Currently amended) ~~[The]~~ [A] method for limiting dissemination of content transmitted by a server in an online game, the method comprising:
 - ~~[a-]~~ requesting goal-activated content from the server;
 - ~~[b-]~~ receiving the goal-activated content from the server;
 - ~~[c-]~~ receiving an instruction from the server to delete goal-activated content; and
 - ~~[d-]~~ deleting [the] goal-activated content.
7. (Currently Amended) The method of claim 6[.] wherein ~~step c)~~ receiving an instruction from the server to delete goal-activated content comprises receiving, upon initialization of an executable program, an instruction to delete [the] goal-activated content.
8. (Currently Amended) The method of claim 6[.] further comprising ~~the steps of~~ maintaining a history profile ~~[comprising]~~ having information about content received from the server and sending the history profile to the server.
9. (Currently Amended) The method of claim 8[.] wherein ~~step c)~~ receiving an instruction from the server to delete goal-activated content comprises receiving an instruction to delete [the] goal-activated content in accordance with the history profile.
10. (Currently Amended) The method of claim 6[.] wherein ~~step c)~~ receiving an instruction from the server to delete goal-activated content comprises receiving an instruction to delete all goal-activated content.
11. (Currently Amended) The method of claim 6[.] further comprising ~~the step of~~ determining that a player has fulfilled a goal.
12. (Currently Amended) The method of claim 11[.] wherein ~~step a)~~ requesting goal-activated content from the server comprises requesting [a] goal-activated content in response to the fulfillment of the goal.

13. (Currently Amended) A method for limiting dissemination of content transmitted by a server to a client in an online game, the method comprising:
 - [a)] responding to a request by the client [~~for~~] ~~requesting goal-activated content from the server;~~
 - [b)] ~~the server~~ transmitting the goal-activated content to the client; [~~and~~]
 - [e)] ~~the server~~ instructing the client to delete [~~the~~] goal-activated content. ~~;~~ ~~and~~
 - d) ~~the client deleting the goal-activated content.~~
14. (Currently Amended) The method of claim 13[₁] further comprising ~~the steps of~~ ~~the client~~ determining that a player associated with the client has fulfilled a goal, and ~~the server~~ authenticating that a player associated with the client has fulfilled the goal.
15. (Currently Amended) The method of claim 14[₁] wherein ~~step a)~~ responding to a request by the client for goal-activated content comprises requesting goal-activated content in response to the fulfillment of the goal, and wherein ~~step b)~~ transmitting the goal-activated content comprises transmitting the goal-activated content to the client ~~responsive~~ in response to the authentication.
16. (Currently Amended) The method of claim 13[₁] further comprising ~~the steps of~~ ~~the client maintaining~~ receiving a history profile comprising maintained by the client, the history profile including information about content received from the server, ~~and~~ ~~the client sending the history profile to the server.~~
17. (Currently Amended) The method of claim 16[₁] wherein ~~step e)~~ instructing the client to delete the goal-activated content comprises instructing the client to delete goal-activated content in accordance with the history profile.

18. (Currently Amended) The method of claim 13[,] wherein ~~step e)~~ instructing the client to delete the goal-activated content comprises ~~the server~~ instructing the client to delete all goal-activated content.
19. (Currently Amended) The method of claims 13[,] wherein ~~step e)~~ instructing the client to delete the goal-activated content comprises ~~the server~~ instructing the client to delete all goal-activated content upon initialization of an executable program by the client.
20. (Currently Amended) A computer based content dissemination limiting apparatus comprising:
 - [a)] a non-volatile memory element storing data representative of goal-activated content [~~data~~];
 - [b)] a transceiver [for] receiving a connection request from a remote client on [~~the~~] [a] network;
 - [e)] a processor determining that the goal-activated content is to be transmitted to the client;
 - [d)] the transceiver transmitting the goal-activated content; and
 - [e)] the transceiver transmitting a deletion instruction to the client.
21. (Previously Presented) A method for controlling access to content by clients in a multiplayer game, the method comprising:
 - maintaining a state for each player ~~of one or more players~~ in a multiplayer game;
 - storing content for distribution to clients associated with the players in the game, including storing content in association with each of a plurality of states that can be reached by at least some of the players;
 - ~~controlling access by a first client to content associated with a first state of the plurality of states, including~~

determining [that] ~~whether~~ a first player associated with ~~[the]~~ [a] first client has reached ~~[the]~~ [a] first state, [and]

~~restricting access to said content if the first player has not reached the first state, and~~

permitting access to said content if the first player has reached the first state.

22. (Currently Amended) The method of claim 21_[1] wherein the state for a player comprises a fulfillment of a goal in the game.
23. (Currently Amended) The method of claim 21_[1] wherein determining whether the first player associated with the first client has reached the first state comprises determining whether the player has met goal requirements associated with the first state.